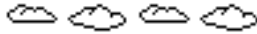


Harlequin Games
presents

Middle-earth Play-By-Mail™
Third Age, circa 1650



GAME # 34



Dwarves

Victory points : 800
Victory Conditions :

To hold in stores at game end the greatest amount of Mithril.
To hold at game end the population center of Lag-ujâkdâgûl at 3322.
To hold at game end the population center of Ashkiri at 3220.
To hold at game end the artifact: Belthroning #174.
To terminate 10 characters by personal challenge or by assassination.

Top 3 Free Peoples :

Northern Gondor [1425] Éothraim [1217] Sinda Elves [1133]

Internet 108939
Kevin O'Keefe (ac: 108939)

Game # : 34
Player # : 8
Turn # : 1
Security Code : 6208

Dwarves

(A Free People)

Season : Winter

RELATIONS WITH OTHER NATIONS

Woodmen	: Tolerated	Northmen	: Tolerated	Éothraim	: Tolerated
Arthedain	: Tolerated	Cardolan	: Tolerated	Northern Gondor	: Tolerated
Southern Gondor	: Tolerated	Sinda Elves	: Tolerated	Noldo Elves	: Tolerated
Witch-king	: Disliked	Dragon Lord	: Disliked	Dog Lord	: Disliked
Cloud Lord	: Disliked	Blind Sorcerer	: Disliked	Ice King	: Disliked
Quiet Avenger	: Disliked	Fire King	: Disliked	Long Rider	: Disliked
Dark Lieutenants	: Disliked	Corsairs	: Tolerated	Haradwaith	: Disliked
Dunlendings	: Tolerated	Rhaur	: Disliked	Easterlings	: Neutral

POPULATION CENTERS

Azanulinbar-dûm Location : @ 3707 in Hills & Rough Climate is Severe
 Size : Town Fortifications : Fort Loyalty : 55 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 0 26 11 1040
 Current stores 0 0 0 0 0 86 35 -

Barak-shathûr Location : @ 3607 in Hills & Rough Climate is Severe
 Size : Village Fortifications : Tower Loyalty : 41 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 0 22 8 800
 Current stores 0 0 0 0 0 73 26 -

Belegost Location : @ 0812 in Mountains Climate is Cold
 Size : Town Fortifications : Fort Loyalty : 55 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 180 0 11 0 0 0 720
 Current stores 0 630 0 38 0 0 0 -

Celeb-ost Location : @ 3002 in Mountains Climate is Polar
 Size : Town Fortifications : Fort Loyalty : 56 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 68 0 4 0 0 0 780
 Current stores 0 170 0 10 0 0 0 -

Khazad-dûm (Capital) Location : @ 2212 in Mountains Climate is Severe
 Size : City Fortifications : Citadel Loyalty : 100 Docks : None Hidden ? : YES Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 24 0 1 0 0 0 760
 Current stores 0 80 0 4 0 0 0 -

Kheled-nâla Location : @ 3916 in Hills & Rough Climate is Cold
 Size : Village Fortifications : Tower Loyalty : 39 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 82 0 0 218 0 0 1500
 Current stores 0 286 0 0 0 0 0 -

Noegrod Location : @ 0606 in Mountains Climate is Severe
 Size : Town Fortifications : Tower Loyalty : 56 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 31 0 10 0 0 0 400
 Current stores 0 102 0 31 0 0 0 -

Norr-dum Location : @ 2904 in Mountains Climate is Polar
 Size : Town Fortifications : Fort Loyalty : 55 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 40 0 7 0 0 0 660
 Current stores 0 100 0 18 0 0 0 -

Telenaug Location : @ 0605 in Mountains Climate is Severe
 Size : Town Fortifications : Tower Loyalty : 56 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 110 0 7 0 0 0 440
 Current stores 0 359 0 24 0 0 0 -

Zagragathol Location : @ 0811 in Mountains Climate is Cold
 Size : Village Fortifications : Tower Loyalty : 39 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 139 0 24 0 0 0 1800
 Current stores 0 487 0 84 0 0 0 -

Zarak-dûm Location : @ 2004 in Mountains Climate is Polar
 Size : Town Fortifications : Fort Loyalty : 55 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 76 0 9 0 0 0 870
 Current stores 0 190 0 23 0 0 0 -

A small army bearing the banner of the Dwarves under Commander Thrâr III is here.

ARMIES AND NAVIES

Army Commander : Commander Azaghal Location : @ 4217 in Shore/Plains Climate is Cold
 Army morale : 43 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dwarven footsoldiers w/war hammers 43 40 40 600 Heavy Infantry
 Dwarven archers w/crossbows 40 60 0 300 Archers
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0 0
 Food 3260
 War machines 0

The Major Town of Dilgûl flying the flag of the Northmen is here.

Army Commander : Lord Báin I Location : @ 2411 in Open Plains Climate is Cold
 Army morale : 53 Warships : 0 Transports : 0 (16) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dwarven footsoldiers w/war hammers 38 35 34 3200 Heavy Infantry
 Dwarven footsoldiers w/battle axes 40 40 40 300 Light Infantry
 Dwarven archers w/crossbows 40 60 0 300 Archers
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0 0
 Food 14520
 War machines 0

The Camp of Eorcan flying the flag of the Woodmen is here.

Army Commander : Commander Fulla III Location : @ 3612 in Shore/Plains Climate is Cold
 Army morale : 31 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dwarven footsoldiers w/war hammers 40 40 40 600 Heavy Infantry
 Dwarven archers w/crossbows 40 60 0 300 Archers
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0 0
 Food 3260
 War machines 0

The Major Town/Tower of Buhr Mahrling flying the flag of the Éothraim is here.

An army bearing the banner of the Éothraim under Commander Aluiric is here.

An army bearing the banner of the Dwarves under Commander Gáin I is here.

Army Commander : Commander Gáin I Location : @ 3612 in Shore/Plains Climate is Cold
 Army morale : 33 Warships : 0 Transports : 0 (6) Travel mode : Normal
 Troops
 Dwarven footsoldiers w/war hammers 40 40 Troop Type Heavy Infantry
 Dwarven footsoldiers w/battle axes 40 40 200 Light Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 5693
 War machines 0
The Major Town/Tower of Buhr Máhring flying the flag of the Éothrain is here.
An army bearing the banner of the Éothrain under Commander Aluirc is here.
 A small army bearing the banner of the Dwarves under Commander Fulla III is here.

Army Commander : Commander Thrár III Location : @ 2004 in Mountains Climate is Polar
 Army morale : 10 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops
 Dwarven footsoldiers w/war hammers 30 10 300 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 The Town/Fort of Zarak-dóm flying the flag of the Dwarves is here.

Army Commander : Captain Threlin Location : @ 3807 in Hills & Rough Climate is Severe
 Army morale : 30 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops
 Dwarven footsoldiers w/battle axes 40 40 100 Light Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 407
 War machines 0

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	18904	15833	5006	578	54429	7994	2340
Purchase at market price/unit	5	5	9	106	3	9	19
Sell to market price/unit	4	4	7	81	2	7	14

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies :	26600	0	0
Pop Centers :	10000	2404	750
Characters :	7320	0	0
Total :	43920	232	73
Current Tax rate :	40%	0	218
Revenue expected next turn :	30770 (-13150)	159	48
Current Gold reserve :	32606	61	19

Ritual character terminations: 0

ships have been left anchored at the following locations:

None

You have the following double agents:

None

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Dwarven Ring of Power	Ring	10	Yes	None	Increases Command Rank by 40.
Horn of Fear	Horn	17	No	None	COMBAT - Increases damage by 500 points.
Durin's Armor/Shield	Armor	60	Yes	None	Increases Command Rank by 10.
Erchmar	Mattcock	69	No	None	COMBAT - Increases damage by 750 points.
Durin's Axe	Axe	102	No	None	COMBAT - Increases damage by 750 points.
Hammer of the Deeps	Hammer	120	No	None	COMBAT - Increases damage by 1000 points.
Hammer of Returning	Hammer	140	No	None	COMBAT - Increases damage by 750 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

None

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

None

SPECIAL MESSAGES

FREE TURNS! Do you have any friends that would enjoy playing ME-PBM? Harlequin will credit you with a free turn for each NEW Harlequin player that signs up and mentions your name (New players can only mention one name). If you would like to start a game with several friends, just let us know! Please try to collect all names & required funds, and mail together, when joining with friends. Current player set-ups are: £5.00, new player registrations are: £20.00

STANDBY LIST.

The new standby list is now on the account front sheets (page 2). The positions on the list are those that are considered viable nations by the software. If you have any queries regarding stand-by's then please call me.

ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Azaghal	430	TrpsMan	hi
Azaghal	860	ForcMar	se se e ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
Báin I	408	HvInfan	500 ^ ^
Báin I	850	MovArmy	e ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
Falin	605	GrdLoc	
Falin	810	MovChar	1411
Fulla III	520	InfYour	
Fulla III	860	ForcMar	se sw se se sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
Gáin I	765	SplArmy	threl ^ ^ ^ 100 ^ ^
Gáin I	860	ForcMar	sw sw se se sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
Thelór II	325	NatSell	fo 100
Thelór II	780	TrComm	bain n
Thrár III	605	GrdLoc	
Thrár III	770	HrArmy	300 hi ^ ^ ^ ^
Threlin	605	GrdLoc	
Threlin	850	MovArmy	e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^

Azaghal



Ranks : Command 33 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : None

Azaghal was located in the Hills & Rough at 3916.
 He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.
 He was ordered to force march the army. He accepted the forced march orders.
He commands an army in the Shore/Plains at 4217. The Major Town of Dilgûl flying the flag of the Northmen is here.

B in I



Ranks : Command 50 (100) Agent 0 Emissary 10 Mage 0
 Health 100 Stealth 0 Challenge 121
 Artifacts : #10 Dwarven Ring of Power #60 Durin's Armor/Shield
 #102 Durin's Axe #120 Hammer of the Deepsv
 Spells (+0) : None

Báin I was located in the Mountains at 2212.
 He was ordered to recruit some heavy infantry. 500 Heavy Infantry w/Wood weapons and No armor were recruited.
 He was ordered to move the army. He accepted the army movement orders.
He commands an army in the Open Plains at 2411. The Camp of Eorcan flying the flag of the Woodmen is here.

Falin



Ranks : Command 40 Agent 15 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : None

Falin was located in the Mountains at 0606.
 He was ordered to guard the location. Noegrod was guarded.
 He was ordered to move. He accepted the movement orders.
He is currently in the Hills & Rough at 1411. The un-owned Ruins/Tower of Andrath is here.

Fulla III



Ranks : Command 30 Agent 0 Emissary 12 Mage 0
 Health 100 Stealth 0 Challenge 46
 Artifacts : #17 Horn of Fear #140 Hammer of Returning
 Spells (+0) : None

Fulla III was located in the Hills & Rough at 3607.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Barak-shathûr.

He was ordered to force march the army. He accepted the forced march orders.

He commands an army in the Shore/Plains at 3612. The Major Town/Tower of Buhr Mahrling flying the flag of the Éothrain is here.

Thrár III



Ranks : Command 30 Agent 13 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 47
 Artifacts : #69 Erchmar
 Spells (+0) : None

Thrár III was located in the Mountains at 2004.

He was ordered to guard the location. Zarak-dûm was guarded.

He was ordered to hire an army. An army of 300 Heavy Infantry with 0 Food was hired.

He commands an army in the Mountains at 2004. The Town/Fort of Zarak-dûm flying the flag of the Dwarves is here.

Gáin I



Ranks : Command 30 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None

Spells (+0) : None

Gáin I was located in the Hills & Rough at 3707.

He was ordered to split the army. The army was split. 407 Food was transferred.

He was ordered to force march the army. He accepted the forced march orders.

He commands an army in the Shore/Plains at 3612. The Major Town/Tower of Buhr Mahrling flying the flag of the Éothrain is here.

Threlin



Ranks : Command 40 Agent 13 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 42
 Artifacts : None

Spells (+0) : None

Threlin was located in the Hills & Rough at 3707.

He was ordered to guard the location. Azanulinbar-dûm was guarded.

He was ordered to move the army. He accepted the army movement orders.

He commands an army in the Hills & Rough at 3807.

Thelór II



Ranks : Command 50 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 50
 Artifacts : None

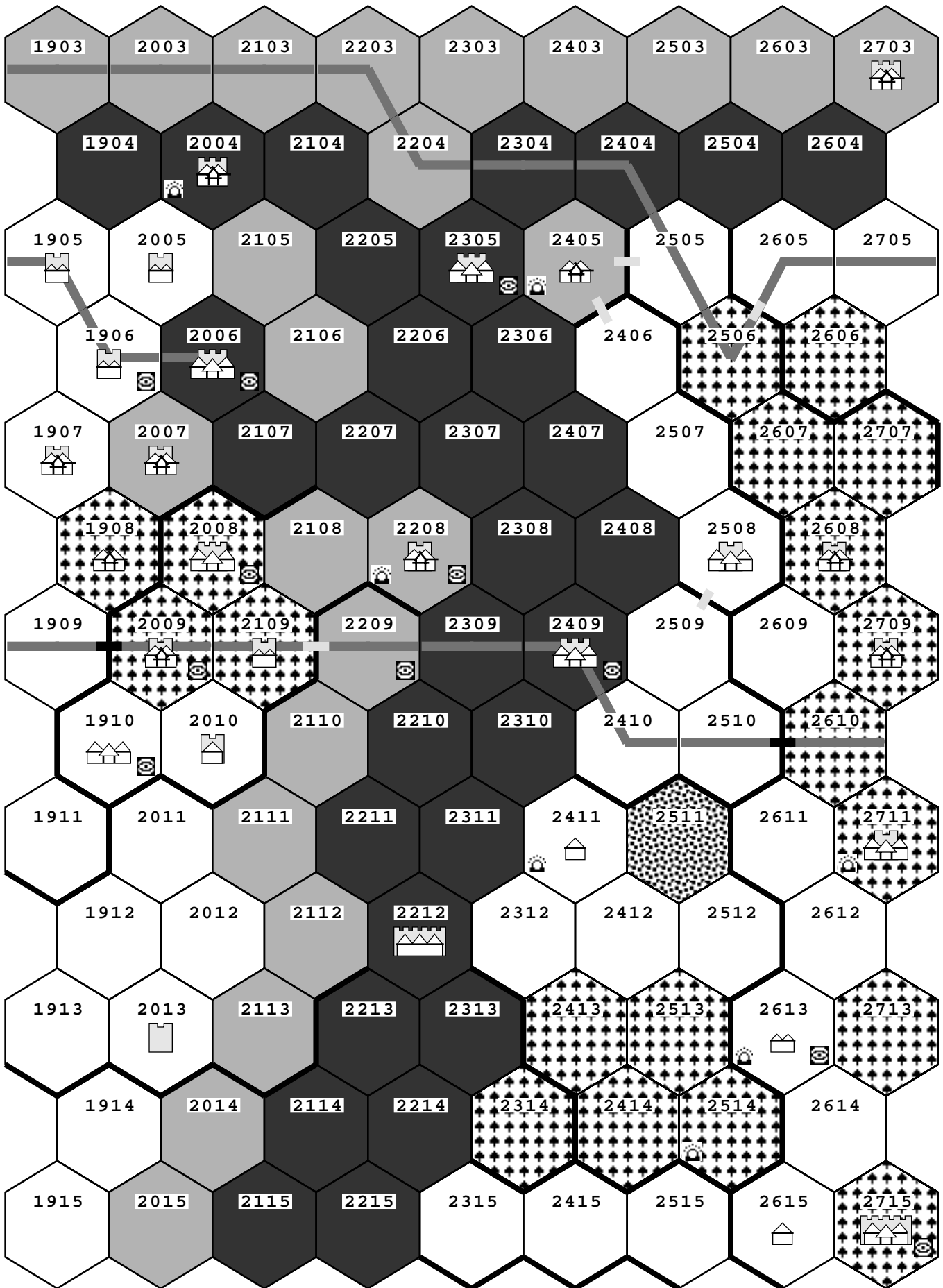
Spells (+0) : None

Thelór II was located in the Mountains at 2212.

He was ordered to have the nation sell to the caravans. 23701 Food were sold for 23701 Gold.

He was ordered to transfer the command. The command was transferred to Báin I. He left the army.

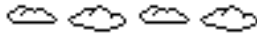
He is currently in the Mountains at 2212. The City/Citadel of Khazad-dûm flying the flag of the Dwarves is here.



Harlequin Games Middle-earth Play-By-Mail™ Third Age, circa 1650

Dwarves

URNSHEET



Game # 34



Kevin O'Keefe (ac: 108939)

Game # : 34
Player # : 8
Turn # : 2
Security # : 6208

Return this turnsheet before JANUARY 27 2000

To Harlequin Games, 340 North Road, Cardiff, Wales, CF14 3BP
Tel: 01222 625665 Fax: 01222 625532 E-Mail: harlequin.games@dial.pipex.com

Emergency
Alias _____ Daytime Phone #: _____

Azaghal (ID: azagh) @ 4217 Command

Order	->	#	Code	Type	Order	->	#	Code	Type
Required					Required				
Information					Information				

Báin I (ID: bain) @ 2411 Command Emissary

Order	->	#	Code	Type	Order	->	#	Code	Type
Required					Required				
Information					Information				

Falin (ID: falin) @ 1411 Command Agent

Order	->	#	Code	Type	Order	->	#	Code	Type
Required					Required				
Information					Information				

